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The Griffons Keep

By Elliots Last Gasp

Scenario Background

Whistle Branch Vale in the most northern reaches of Aguyna was once home to the most poisonous and raverness spiders known to man kind. At the end of the Ogre Wars the Holy Knights of Nelkatar destroyed all sign of the spiders and the forest lay still for a thousand years. Then the first elves anchored on Aguyna, on the very shores of the forest were Queen Oceaka built a marvelous empire of elvish magic, yet the Empire of the Golden Leaf was not to last. The Queens sister a Medusa witch by the name of Astarel murdered her sister and took her place upon the leafen throne. The City of Life churned in darkness, the sun stopped shining upon the vale, the very leaves on the trees died, the Empire of the Golden Leaf fell silent, those who remained in the City of Life became twisted, and fiendish images of their Medusa Queen....

Inside the Fallen Frog Family Inn the Heroes listened to Mad Hat Sting recite the tale of Whistle Branch Vale and how he believed that the Medusa had the next Black Ruby.

After a long night sleep the Heroes woke to have trays in front of them with some rather sloppy scrambled egg on toast on it. Mad Hat Sting waited for them downstairs and soon he told them his next plan. "Solskiane the etheral dragon under the command of Oceaka when she ruled was one of those who turned to the path of darkness under the leadership of Astreal, he holds a key to the palace gardens although he doesn't go by the name of Solskiane anymore he's called The Ripper, the Griffon of Fury. He takes refuge on the east wing of the city his keep is marked by the flag of a great talon, you will have to take the gatehouse then cross the bridge of skulls to enter his fortress.

Mission Goals

The Heroes must go to Whistle Branch Vale at the very northern reaches of Aguyna, once there they must enter into the City of Life the heart of the empire and slay The Ripper in his fortress and gain access to the Palace.

Important: The Heroes start with 8 Conquest Tokens

The Treachery Cards in this Quest are chosen for you and they are:
Green: Spell of Thunder and Spell of Frost
Red: Mother Medusa, Lava Beetle Colony and Dark Servant
Purple: Killer Chest and Dark Charm
If you don't have some of these cards and still want to play use the treachery count on the map.
Also the Trait Earth Pact cannot be used in this Quest.

Chests:
Copper 1: 1 Conquest Token, 100 coins, 1 Curse and a Treasure
Copper 2: 100 coins and a Treasure
Copper 3: 2 Conquest Tokens, 1 Treasure and a Curse of the Monkey God
Silver 1: 2 Conquest Tokens, 2 Curses and a Treasure
Silver 2: 200 coins and a Treasure
Silver 3: 2 Conquest Tokens, 2 Curses, 200 coins and a Treasure

The Gatehouse

After four days travel through the Dust desert the Heroes arrived at Whistle Branch Vale journeying through the dark forests pines seemed to have no dangers at all save the odd beastman when the Heroes found themselves at the foot of the City of Life. Putting their hoods up as rain flailed around them the Heroes moved through the dark streets when they arrived at a gatehouse with a flag sailing in the wind in front of the portcullis which upon it had a picture of a great talon.

Important: Underneath the Sorcerrors are Rubble Tokens.
Do not place out the Red Rune Key until the Master Sorceror is dead.
Heroes cannot attack the Sorcerors with meele unless they have reach and are adjacent. When attacking with range the Heroes have -1 range. The Sorcerors cannot come down from the rubble 'wall' and can only move along the rubble that is in line with the red rune locked door. The Sorcerors do not benifit from the Beastmen Command ability as well.
Read when the Master Sorceror is dead: As the Sorceror dies a rune key falls from his pocket and of the wall.

Bridge of Skulls

A bridge encrusted with the skulls of the dead is inbetween the Heroes and the Griffons Keep as a sea of Kobolds streams out from the otherside of the bridge. Darts fly down from two platforms were bestowed upon them are a Manticore and two Shades.

Important: The Skeletons here are actually Shades.
Two Platforms are on either side of the bridge the creatures on top of them cannot miss unless on an X. They cannot be attacked by meele at all unless the Heroes are actually on the platform. The Heroes can attack the platforms from range and magic however and as long as they are in line of sight they cannot miss unless they roll an X.

Sanctum of Crushing

Two grinning Ferrox great the Heroes as a skeleton fires an arrow at a trigger as it pings back a spiked wall starts moving straight for the Heroes as another one does from behind.

Important: The Yellow Rune Locked door is a Crushing Wall.
The Red Rune Locked Door now becomes one as well they both start moving at the end of the overlords turn.
Read when a Hero is next to the ?: Both Crushing Walls burst into flames. Remove both of them.

Clockwork Vault of the Arch Angels

The Previous door had a picture of an Angel carved into it holding a clock yet the room in front merely has a boulder rolling around causing havoc. A deep voice sounds "You enter my vault leave before I crush your very soul."

Important: The Boulder here is unbelievably strong and kills anything it touches including monsters it only breaks when it hits rubble.
The Master Golem here is Angel and is the same as a normal silver Level Master Golem.
Read when a Hero is nex to the ?: Pushing another trigger a clacking sound is heard from above and the boulder changes course. Flip over a boulder path peice so it sendsin down the other

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path.
Read when the boulder hits the rubble: The Boulder crashes into the wall destroying the wall and the rock revealing a key and chest.

Prison of the Hydra

"You would enter the lair of my torturer but wait if I slay you he may let me free from these chains," a Hydra speaks talking for only one of his many heads. The beast is being held back by chains going down into pits God nows how much metal is holding the beast back from down below.

Important: The Dragon in this room is the Hydra.
When the Heroes enter the room roll eight power dice for each blank is the amount of heads the Hydra has. If no blanks are rolled roll them all again. The Heroes must kill each head, each head is equal to a normal dragon, each head can attack each turn once all heads are killed the Hydra is dead. If the Hydra does not have any of the Heroes under his breath template on his turn the Overlord may choose a single Hero to be eliminated from the game (meaning he/she doesn't go to town and is forever dead) the Hydra can then move afterwards.
Read if a Heroes is eliminated: With an almighty roar the Hydra brakes through his chains and swallows a Hero.
Read if the Heroes kill the Hydra: The last head of the mighty beast is severed and a sword appears were the beast was slain.
Give a Hero the Gold Treasure Stone Cutter, if you don't have Tomb of Ice then use Rage Blade.

Heart of Tortury

"So you slew the brute, you will be even more, interesting to torture," the Griffon spoke behind an army of beastmen, blood drips from the ceiling and looking up there are dead bodies all crucified to the bricks. "Do you like my tapestry, I think you do," The Ripper grins as a Beastman charges forward.

Important: The Master Manticore in here is The Ripper he is the same as a normal Gold Master Manticore.
All the Masters in this Room apart from The Ripper are of Silver Level.

Read if the Heroes lose all their Conquest Tokens: The Ripper mangles at the Heroes eating away after after a matter of minutes he throws away the bones.

Read if the Heroes kill The Ripper: The Griffon collapses covering his face with one of his wings as a Hero moves in for a final swing of the sword when a mighty force slams all of the Heroes into the wall and in the Heroes final moments before they fall unconcious the Heroes see the Hydra they thought they had killed with one remaining head and the Griffon of Fury rise with a menacing smile.

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